

>BOB...
>
>HERE IS THE GRAPHICS ASSEMBLER WE TALKED ABOUT
>LINES 980 TO 1010 CONTAIN THE PRINTER DUMP.
>
>FIRST SELECT WHICH GRAPHIC FUNCTION YOU WISH TO USE
>FROM THE MENU (1, 2, 3 OR 4).
>(ANY NEGATIVE NUMBER WILL THROW IT INTO THE PRINTER DUMP PORTION OF
>THE PROGRAM (LINE 165).
>
>CIRCLE...
>SELECT SCREEN MODE (1 TO 7). *KNOB (Kx) SEE (SEE)* SELTS SIZE OF CIRCLE (WHEN
>
>BOX...
>SELECT SIZE OF BOX, THEN SCREEN MODE.
>JX INCREASES OR DECREASES BOX SIZE BY 10
>JY " " " " " 1 *SEE (SEE)*
>
>LINE...
>SELECT SCREEN MODE. *SEE (SEE)* MOVE THE 1 BY 1 PIXEL TO THE ENDING POINT OF THE LINE. THE
TRIGGER WILL FREEZE THE LINE WHEN YOU GET IT WHERE YOU WANT IT.
>
>ALPHABET...
>SELECT FONT SIZE WITH JY
>
>SELECT DESIRED CHARACTER WITH JY *SEE (SEE)*
>
>ALL FUNCTIONS MAY BE MOVED ABOUT THE SCREEN WITH THE JOY STICK. WHEN THE GRAPHI
C IS WHERE YOU WANT IT PULL THE TRIGGER
>YOU MAY REJECT THE NOW DISPLAYED GRAPHIC BY PULLING THE JOYSTICK TOWARDS YOU,
>(JY-1), OR KEEP IT PERMANENTLY BY USING THE TRIGGER.
>
>TO WIPE OUT ALL GRAPHICS AND START ANEW USE "HALT", THEN "RUN".
>
>AFTER HALTING THE PROGRAM USE "GOTO 110" TO SAVE AND CALL BACK THE CURRENT
GRAPHICS.
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